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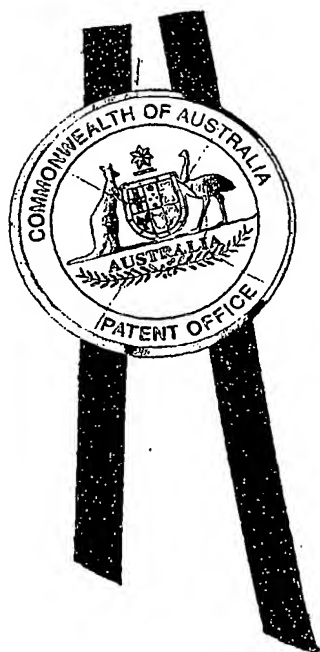
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SALES hereby certify that annexed is a true copy of the Provisional specification
in connection with Application No. 2003902944 for a patent by MR. ROBERT
FRANK OLLINGTON as filed on 12 June 2003.



WITNESS my hand this
Ninth day of July 2004

J. Billingsley

**JULIE BILLINGSLEY
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AUSTRALIA

PATENTS ACT 1990

PROVISIONAL SPECIFICATION

APPLICANT: MR. ROBERT FRANK OLLINGTON
NUMBER:
FILING DATE:

Invention Title: Apparatus and Methodology for the playing of different forms of Jackpot games that are based on Sports, and in particular Horse Racing.

The invention is described in the following statement:-

**Apparatus and Methodology for the playing of different forms
of Jackpot games based on Sports and in
particular, Horse Racing.**

Background:

This invention relates to apparatus and methodology for the provision of a lottery type of game, whereby the game format will be appealing to a broad section of the general public, yet will hold special appeal to players who are interested in sports and in particular, racing types of games.

Whilst there are many different types of Lotto styles games available throughout the world, along with many different types of racing wagers, the object of this invention is to provide a unique type of wagering apparatus, wagering system and unique game format for use on sporting events and predominantly racing events, that at the same time develops a game with similar connotations to lottery types games. That is simple playing formats, with divisional prizes that offer "lifestyle change" prizes along with smaller divisional prizes.

Whereas most lottery types games are of a similar nature in that the vast majority of lotteries around the globe tend to use a numbered ball format – such as 6 /45 or 6/49 etc, to date there is no type of lottery game that utilises racing events to obtain the "generated results" required to build big lotto type pools with lottery type "Jackpots" which can be considered as "lifestyle change" types of wins.

It is widely know that lottery type games have far wider appeal and therefore a far larger audience than racing type games. For many years racing interests the world over have been trying to widen their audience and have endeavoured to attract the lottery type of player to play racing, to date with very limited success. In other words, there have been many attempts by racing interests and gaming developers alike to develop new types of exotic wagers for racing, but none that have come close to achieving the success desired and none that really resemble the features of a lottery game, that lottery game players are looking for.

Whereas there are many types of wagering operations available around the world, the majority of horse race wagering events are commonly known throughout the world.

The standard types of horserace wagering events that are familiar to most people are win, place, and show. There are of course various types of what are known as exotic wagers, such as Quinella, Trifecta, Pick 4, Superfecta, Quadrella, Pick Six etc.

When it comes to the exotic racing wagers available today, these are generally based on a player picking the "exact" required combination of horses, say for example in a Pick Six type wager, a player is required to select all of the winning horses of the nominated six races.

There are some exotic racing wagers in world that are all very similar, such as in Australia, USA, UK and Europe there is a Straight 6 wager. The Superfecta is another exotic bet type that operates in New South Wales, USA, UK and Europe. In the both of these aforementioned wager types, the player must successfully pick the 6 "winning horses" in six nominated races and no other prize divisions/pools are available. In other words, in all of these wagers, it is all six winners (6) or nothing.

The invention includes, in its broadest aspect; apparatus that enables the operation of a lottery type of game based on sports, and although primarily invented to fill a need in the horse racing industry, may also be applied to a number of team sports. The sports lottery type of game is one whereby the results of the game are determined from a selected parameter derived from the results of each of a number of sporting events. For the preferred examples provided herein, we will discuss the invention as applied to racing events, as again our preferred example in the area of racing is horse racing, but can be applied to dog races, car races, boat races, bike races, human races, etc, etc.

The first aspect of this application discusses the unique aspects of the actual games and the unique methods used to create features that would appear to be very novel in the field of horse race wagering and indeed general wagering itself. The second part of this document will discuss the unique aspects of the actual apparatus and the apparatus in use.

In a preferred, the events may be racing contests between racehorses in a particular racing competition, the selected parameters being obtained from the placings of a predetermined number of horses for each race at the end of the race or nominated races.

In another preferred embodiment we incorporate what could be known as the "Power Horse" which in essence would perform in a manner similar to that of the Powerball in a common PowerBall lottery type game. The game can be provided so the prizes for the game are provided in divisions, success in, which are dependent on the number of correct parameters selected for the various divisions. It is preferred that where a division is not won by any player, the prize pool for that and any other division that has not been won by any players will cause one or more prize divisions to jackpot.

Therefore in the invention of this game, it should be seen that quite uniquely, it is possible that more than one prize divisions may jackpot at any one time, causing "multiple pools" to Jackpot.

This invention differs substantially from any other existing types of race wagering events, in that when using my preferred game format, players do not need to select all "winners" of the nominated races to win one or more of the prize divisions.

For example, in one of the preferred game formats known to the inventor as Racelotto, though this should be seen as one exemplary format only, we envisage that the game would be played over Three (3) races, with players required to select 3 placed horses in 3 different races. So that in this example, 3 placed horses (in any order), in each nominated race, over 3 separate races, would be a game format where to win the first / main prize division, a player must have selected a total of 9 placed horses correctly.

For example and for exemplary purposes only, the game may pay prize divisions for the following combinations.

9 Placed Horses - Main Prize Division

8 Placed Horses - 2nd Prize Division

7 Placed Horses - 3rd Prize Division

6 Placed Horses - 4th Prize Division

As can be evaluated from the above example of possible Prize Divisions, the invention is quite unique, in that it is quite possible for a player to not have one (1) placed horse in the first race, or other races, yet still have the opportunity of winning one of the lower prize divisions. Whereas with all other types of racing bets all over the world, exotics bets included there is no racing bet where a player can "actually miss their selections completely" in one of the nominated races and still be in the running for a prize.

In other words, in all types racing wagers the world over, if a player misses their selections in any of the nominated races, then they will lose and their wager is over.

Example 1. Table below, shows how the inventions unique game format allows a player to miss one, two or even all of their selections completely in any of our nominated races, yet they can still be in the running for one of the minor prize divisions on offer.

EXAMPLE 1. RACELOTTO GAME 3 Placed Horses In Each of 3 Races / Legs.

	Placed Horses in 1st Race.	Placed Horses in 2nd Race.	Placed Horses in 3rd Race.	Total Placings	Prize Division
PLAYER A	0	3	3	6	4th
PLAYER B	3	3	0	6	4th
PLAYER C	3	1	2	6	4th
PLAYER D	1	3	3	7	3rd
PLAYER E	3	2	2	7	3rd
PLAYER F	1	2	2	5	0

1st Division - 9 Placings
 2nd Division - 8 Placings
 3rd Division - 7 Placings
 4th Division - 6 Placings

As can be seen in Example 1 prior, both Players A and B missed getting any placed horses in different races, yet both still finished with 6 placings for a 4th division prize. Player C did not miss getting a placed horse in any of the 3 races, yet still finished with 6 placings, the same as A and B and a 4th division prize. Players D and E are other examples of how players may have different placed horses than other players, yet still finish with same amount of placings, in this case 7 placings and 3rd division prize. Player F scored a placed horse in every race, but only achieved 5 placed horses and therefore, in this example no prize division.

Example 1, above also shows that there would be no winners for selecting 8 and 9 placed horses, therefore multiple pools of 1st and 2nd division would Jackpot over to the next Racelotto event.

As indicated, another unique aspect of this invention that lies within the game format is that different players can win the same prize division, yet can do so by winning with different horse selections another feature unknown in horse racing wagers of today.

Of course the parameters of the preferred game formats will change depending on differing numbers of horses in various races, but for exemplary purposes we shall use an example of a game format of 16 horses as the average size race field.

Another of our preferred methods for operating a racing type lottery game, is game the inventor has developed for the playing of a PowerBall lottery type of game that is called Horsepower. Though the following game format is should be seen as a single example of various formats possible, we envisage that the Horsepower game would be played over four (4) races, with players required to select 3 placed horses in 3 different races plus one Power Horse that must be the "winner" of the 4th race.

So that in this example, 3 placed horses (in any order), in each nominated race, over 3 separate races, would be a game format where to win the first / main prize division, a player must have selected all 9 placed horses correctly, plus the Power Horse – being "the winner of the fourth race".

For example and for exemplary purposes only, the game may pay prize divisions for the following combinations.

9 Placed Horses and 1 Power Horse -	Main Prize Division
8 Placed Horses and 1 Power Horse -	2nd Prize Division
7 Placed Horses and 1 Power Horse -	3rd Prize Division
6 Placed Horses and 1 Power Horse -	4th Prize Division
6 Placed Horses	- 5th Prize Division
5 Placed Horses	- 6th Prize Division

As with Racelotto, it is quite possible for a player to not have one (1) placed horse in the first race, or other races, yet still have the opportunity of winning one of the lower prize divisions.

Existing race-wagering events, require a player of a Pick 6 event, to correctly select the 6 winners from 6 races, with no prizes for players that say, correctly select 5 or 4 of the six winners. As prior mentioned in other words, with the existing types of race wagering events, it is a case of select All 6 winners or nothing, there are no divisional prizes paid for a player that selects some, but not all of the required parameters.

Whereas my invention provides minor divisional prizes for players that do not select all of the required parameters to win the main prize, such as 6 winners from 6 races format, but provides minor divisional prizes for those players that select some but not all of the required parameters to win the main prize, such as 6 of 9 or 5 of 9 as indicated prior herein.

The fundamental difference between this invention and existing types of racing wagers and lotteries, is the unique methods utilised to provide divisional pools on the results of a racing event to generate a lottery game type format.

I envisage either a daily, weekly or other regularly scheduled racing lottery game, which is maybe be conducted in conjunction with in a preferred format will operate over a series of nominated races, but can be configured to operate on a single race.

This invention can also provide a full or partial season game in which the position of racing horses, dogs, yachts, cars, etc., at the end of a certain period provides the required results.

All player game data related to predicting say the outcome of the nominated racing event/s and the fee paid by the player to enter the game are entered into a programmed central computer system for eventual processing and matching with the final racing lottery game data entered for the actual parameters required to win a particular game of racing lotto. This information is then used to identify the winners. All players will receive a receipt, which may be both a receipt and a copy of their selected choices in the game along with a unique transaction code.

It is envisaged that when using my invention as applied as a type of racing lottery it would be ideal when combined with premier racing events, such as the Kentucky Derby, The Melbourne Cup, The Arc De Triumph, Daytona 500, Olympic racing events etc.

As it is possible for racing elements to Dead Heat, be they horses, cars or humans, then it is desirable to provide a system that allows for the occurrence of this event, albeit a rare event.

My preferred operating method for this invention is for the game to be operated along traditional lottery lines, that is that all monies wagered (after operator and government deductions) would be pooled into the various prize divisions.

Then regardless of there being one or more sets of winning numbers, all of the winning tickets (including multiple winners) would simply be divided into the relevant divisions for each pool so as to determine the dividends for winning tickets in each prize pool division.

Whilst throughout this explanation of my invention of a new type of racing lottery game, I have used the sport of Horse Racing, combined with a 9 placings game format, both of these aspects should be viewed as exemplary only. As prior mentioned there are a number of racing events that this invention could be applied to, such as horses, dogs, cars, bikes, boats and humans, etc.

As for the actual game formats, while I have suggested using a 9 placings and 9 placings and 1 Power horse as my preferred methods, it should be noted that this is exemplary only and that there is no real upper or lower limit on a preferred number of placings format. There could be any number of combinations of placings required to make a desirable bet format that both the public and operators alike are happy with.

Another feature is the Multiple Pools Jackpot feature, which is a feature not found in other types of lotteries or racing wagers and is unique to this invention.

So as to appreciate the All Pools Jackpot feature, one needs to imagine a certain scenario of results from a racing event. As throughout this specification I have described my invention as if applied to horse racing, for the purpose of explaining the All Pools Jackpot feature I will continue to describe it as if applied to horse racing, but this should be seen as exemplary only as the All Pools Jackpot feature will apply to this invention when the invention is applied to any racing event.

One needs to imagine that a scenario where the gamblers are having a real bad day and all long shots have been filling all placings and the most placings any one player has is a total of five (5). Then in this situation is using our Racelotto example of the minor prize threshold set at six (6) placings, therefore there can be no winning tickets in any of the pools and so this would cause All Pools to Jackpot.

Another feature of this invention, is the Multiple Pools Jackpot, but this has been explained earlier in herein in Example 1. Table.

Another feature, which this invention can provide, is a self-seeding jackpot. This would be particularly applicable to the highest division which would tend to be won less often than the others and thus could very often have a jackpot component. There could be retained from the prize pool a certain quantity of the pool, which could be used to seed the jackpot of the first division in the period after this has been won. That is, the jackpot would normally be the prize pool for the week and any jackpotted amount, which would comprise the seed placed into the jackpot immediately after it has been won on a previous wagering event.

The Apparatus aspect of this invention is also quite different in its functions than existing types of apparatus used in race wagering today.

It is envisaged that there would be a number of terminals located at various venues such as racetracks and off track betting locations, as well as telephone and internet betting accounts all of which are linked securely and directly to a main frame computer and when required one or more transaction processors

In most racing operations throughout the world, the operators are permitted to operate under what in most cases is known as parimutuel wagering legislation. Which in layman's terms means that there is what is known in the industry as a Totalisator, which is programmed to a set %, which is deducted from each wagering pool, and the balance is returned to winning players. Usually this % breakdown is in the vicinity of 80% – 85% returned to the player.

The equivalent of a Totalisator apparatus used in this invention needs to function quite differently from existing Totalisator operations in the following manner.

As explained earlier herein, when using one of our preferred game formats, one of the unique features of this invention is that players can miss their selections completely in any of our nominated races and still be in the running for a minor prize division payout. Therefore the functions of our equivalent Totalisator needs to operate very differently than a normal Totalisator would.

So as to explain the fundamental differences I shall describe the functions of a standard Totalisator as applied to existing types of exotic wagers, say for example a Straight Six type of wager, where six (6) winners of six (6) races are required to win the single prize division.

Normally, the Totalisator will begin by searching its database for all tickets that have the correct horse / winner of the first race in as one of the selections. As this race wager requires all six (6) winners or nothing, the Totalisator can simply eliminate any ticket that does not have the correct winning horse of race 1 in its selections and so and so on for the following six (6) races until the program has evaluated all tickets across the six races.

Our Totalisator needs to operate very differently in that it cannot eliminate any tickets that do not contain any or all of the winning combinations in any of the nominated races, far as aforementioned, it will be quite common for a player not to have all or any selections in certain races yet will still be eligible to win a minor prize division.

Therefore our Totalisator will need to operate in a manner similar to a points tally database, meaning that after the predetermined and nominated races are over, the program will need to search each individual ticket for each and every race and will need to keep a "running tally" for each ticket until each reaches the end of its search functions and then determine whether or not this ticket is eligible for a prize in any one of the predetermined and preprogrammed prize divisions.

Another aspect of this invention is the provision of a progressive Jackpot meter for race wagering which could be available at venues and, say on the Internet. This type of progressive jackpot meter, has never been applied to either race wagering or lotteries.

While I have described particular forms of the invention, it is to be understood that there could be a number of variations to the invention described herein, whilst still remaining within the scope of the invention.

On this 12th Day of June in the Year 2003.

Prepared by

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ABSTRACT

Unique apparatus and methodology for the provision of new and exciting lottery type game wherein the results of the game are determined from a selected parameter derived from the results of each of a number of sporting events with a preference towards racing events. The preferred parameters being the finishing positions of the elements that are racing, such as horses, dogs, cars, boats, bicycles, humans etc. Winners of the game are selected from those players who have correctly selected a predetermined number of the elements that are racing and smaller prize divisions / pools are featured in providing this game with divisional pools, similar to prize divisions in a typical lottery game. There is also described an apparatus for the collating and dissemination of all wagers, prizewinners and the respective prize dividends. The apparatus and methodology also provide for a jackpot system which provides a number of divisions and which can provide for jackpotting for some or all of the divisions. In a preferred embodiment, we provide for a Power team or Power Horse so that the apparatus and methodology permit a sports lottery game with features similar to that of a PowerBall lottery game. Variations as to the selection of the parameters and the provision of divisional prize pools are also described.

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